MR. RANDALL MATURA

CHIEF, BUSINESS MANAGEMENT DIVISION

PROJECT MANAGER, GROUND COMBAT COMMAND AND CONTROL SYSTEMS

Mr. Randall Matura is serving as Chief, Business Management for the Project Manager, Ground Combat Command and Control Systems (PM GCC2). The PM is responsible for the life cycle management of five acquisition programs that are part of the Army Battle Command Systems (ABCS). The five programs are Maneuver Control System (MCS), Global Command and Control System – Army (GCCS-A), Combat Service Support Control System (CSSCS), Common Software (CS), and Digital Topographic Support System (DTSS). He is responsible for the overall management of fiscal, personnel, and contractual resources required to manage and execute the PM GCC2 programs.

Prior to his current position, Mr. Matura served as Deputy Product Manager, Advanced Field Artillery Tactical Data System (AFATDS) responsible for the life cycle management of the program. His responsibilities included the overall management of the program to insure development of stated requirements were prioritized and delivered to support testing and fielding. He was also responsible for AFATDS integration into ABCS and interoperability with Joint and Allied systems. He has over twenty-two years experience in the Defense Acquisition business, predominately in the field of Program Management. He has served as Chief, Business Management Division, Program Executive Office Command and Control Systems and Business/Financial Branch chief for several Project manager offices.

Mr. Matura has a Bachelors degree in Business Administration from Gettysburg College and a MBA from Monmouth University. He is the recipient of the Commander's Award for Civilian Service and his hobbies include golf and coaching soccer and baseball.

He and his wife Rose Mary, reside in Howell, NJ. They have three children, Lauren, Andrew and Kaitlin.

Ground Combat Command and Control
Family of Systems / ABCS SE&I

Mr. Randall Matura

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PM Ground Combat Command and Control

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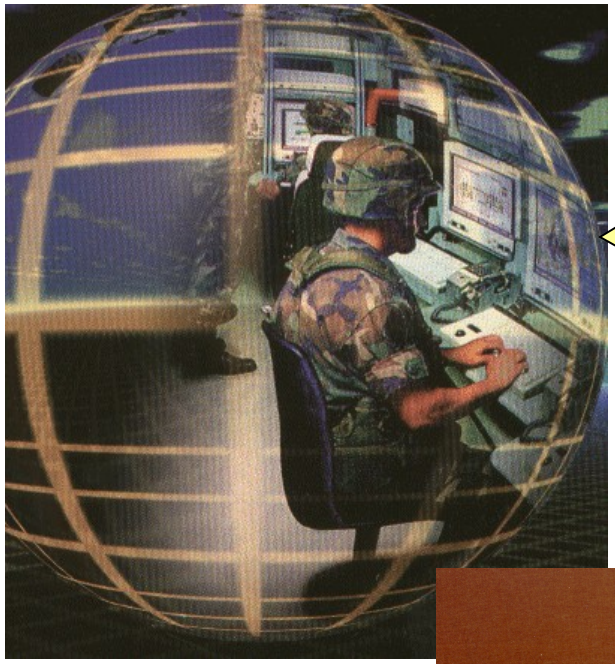
Ground Combat C2 Family of Systems



CSSCS

Common SW Infrastructure Products

GCCS-A

CS

MCS

Versatile Computer Unit (VCU)

Notebook Computer Unit (NCU)

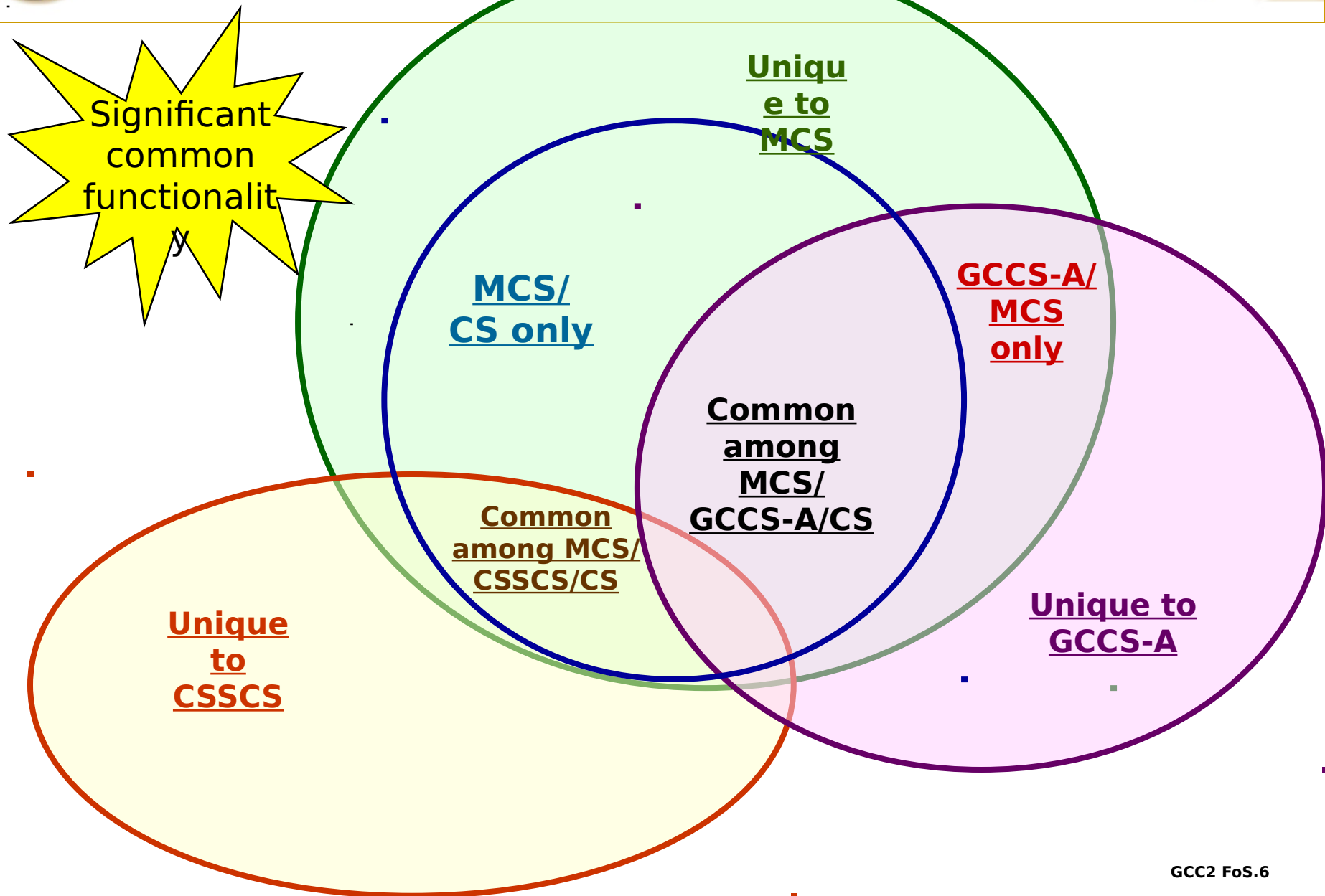
Ground Combat C2 Family of Systems Objective

- **Path for evolution of Common Software (CS), Combat Service Support Control System (CSSCS), Global Command and Control System - Army (GCCS-A) and Maneuver Control System (MCS) programs beyond ABCS 7.0**
  - **Single contract implementation of four separate programs to take advantage of similar/common requirements and evolve the software for releases beyond ABCS 7.0; Includes SW development, SW support, fielding support & training support**
  - **Programs themselves will *not* be combined; CSSCS, GCCS-A and MCS will remain unique fielded systems**

Ground Combat C2 Family of Systems Objective (continued)

- Contract will include top level ABCS System of Systems (SoS) architecture design and engineering; software development; software support for existing and new versions; fielding & training support
  - → Does not include hardware development / acquisition

Requirements



Major (Significant) Work Elements

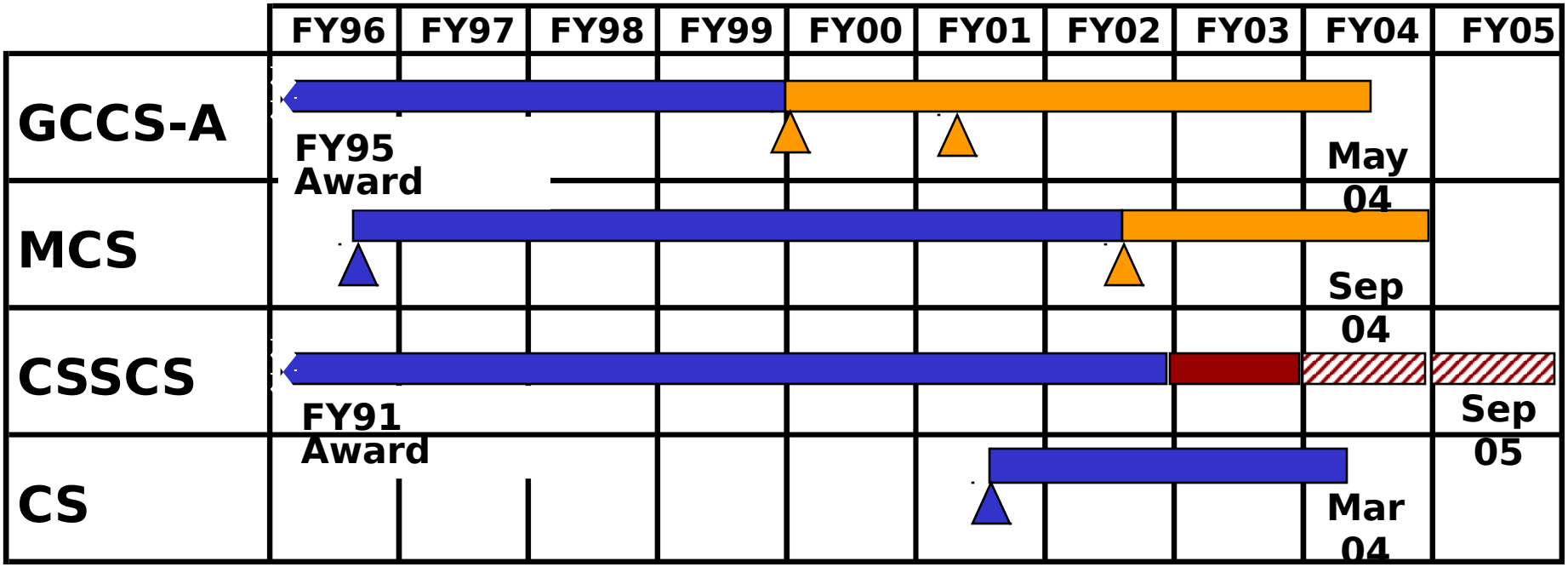
- System of Systems Engineering & Integration (SSE&I)
  - Top level system of systems architecture and design for ABCS
  - Baseline is ABCS 7.0 C4ISR documentation
- Common (Exportable) Infrastructure
  - Common infrastructure products exported to BASs and integrated with BAS unique applications to become the BAS system
- Common GC C2 Applications
  - Applications that are common to CSSCS, GCCS-A and MCS

Major (Significant) Work Elements (continued)

- Unique GC C2 Applications
  - SW which is integrated with the common infrastructure and common applications to provide the systems:
    - CSSCS
    - GCCS-A
    - MCS
- Support of Legacy (ABCS 7.0) Systems
  - SW maintenance
  - Fielding support
  - Training

Ground Combat C2 Family of Systems

Current Contracts



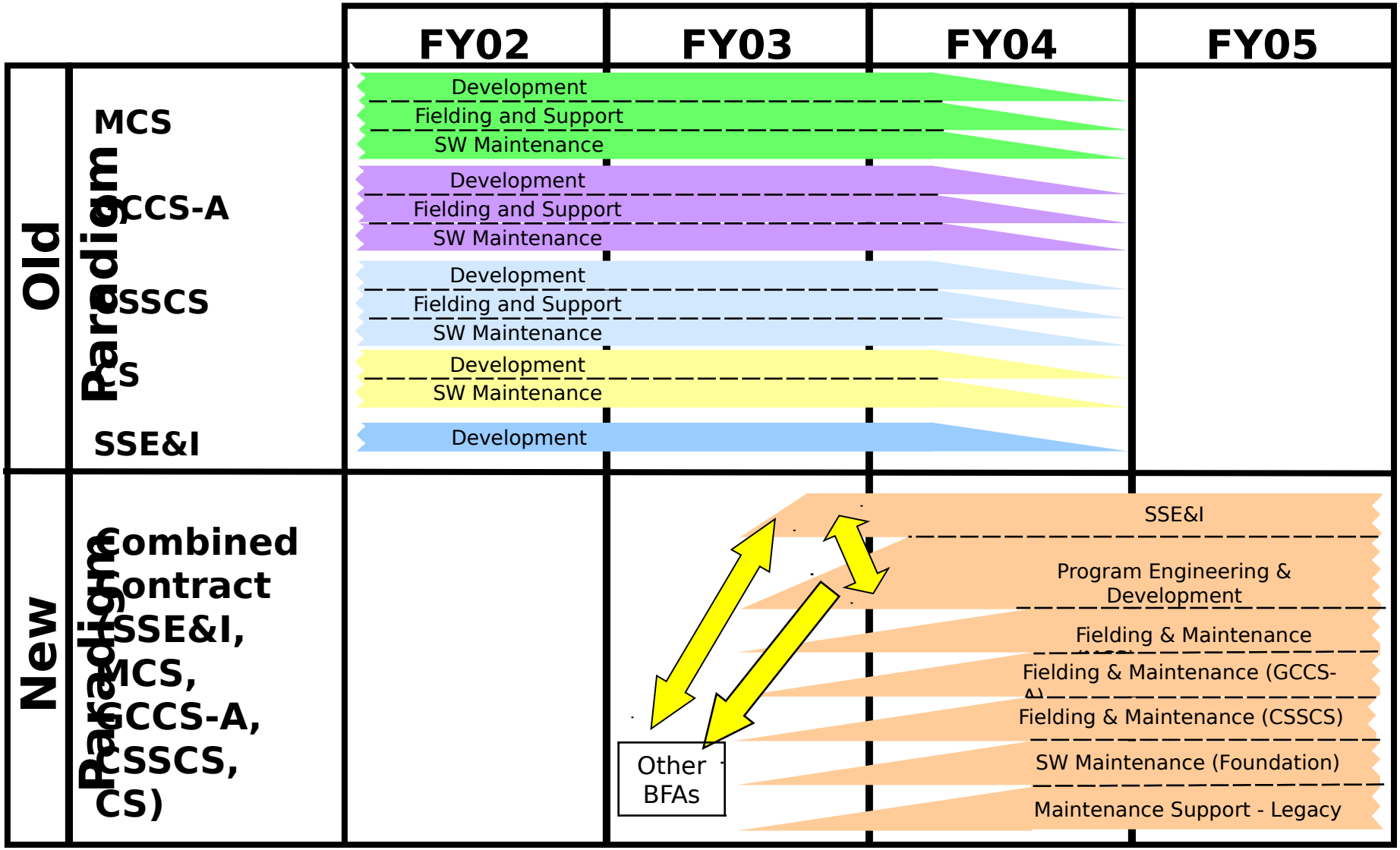
Award

Extension

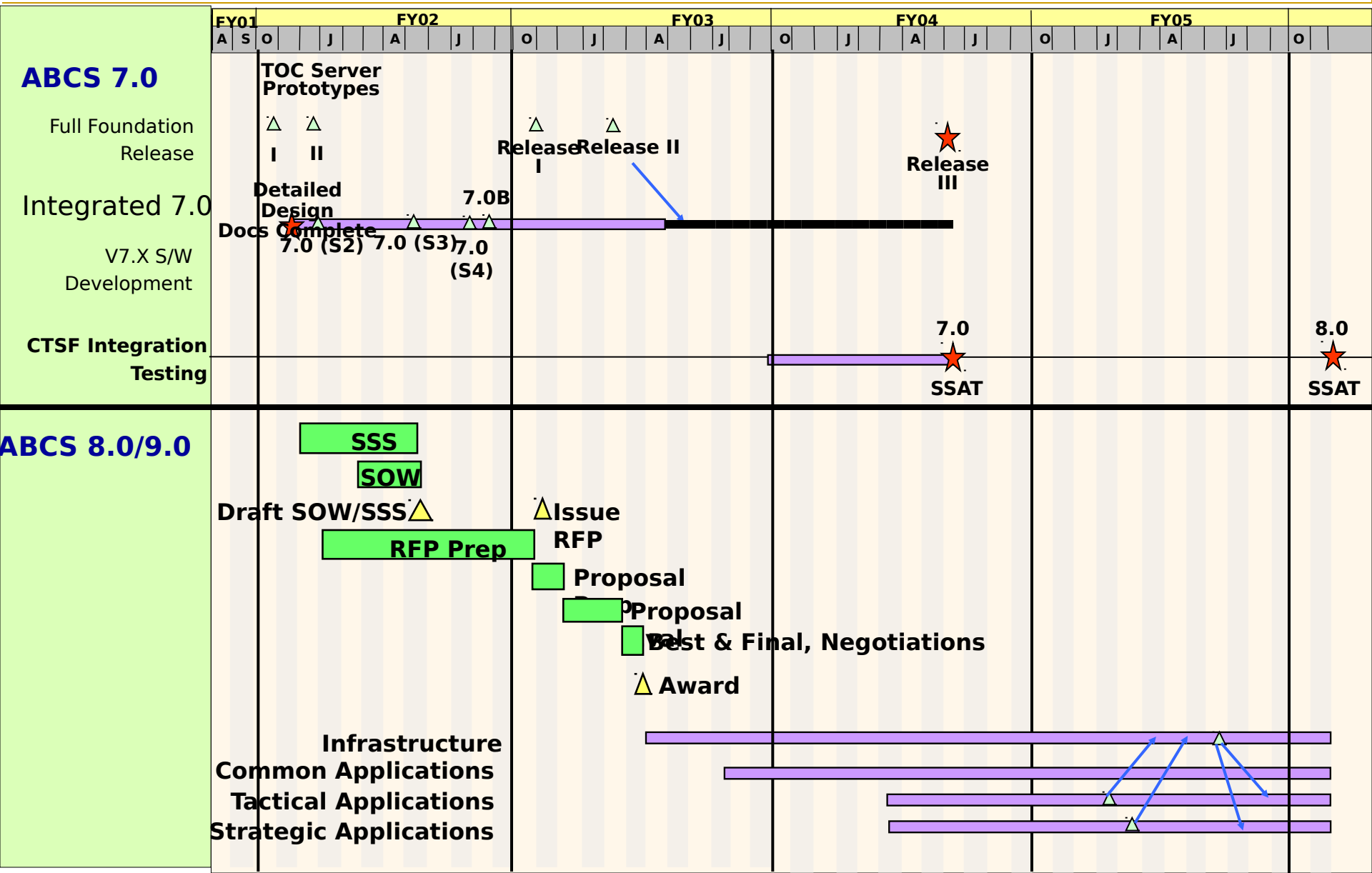
Follow on Contract

Follow on Options (Annual)

Contractor Responsibilities



Top Level Schedule



Ground Combat Command and Control Family of Systems / ABCS SE&I

- OBJECTIVE: Single contract implementation of four separate programs to take advantage of similar/common requirements and evolve the software for releases beyond ABCS 7.0; Includes SW development, SW support, fielding support & training support
- CONTRACT TYPE: TBD
- ESTIMATED VALUE: $150M - $250M
- KEY MILESTONES (Draft Milestones):
  - ➔Draft SOW and Spec Released: May 02
  - ➔Final RFP Released: Nov 02
  - ➔Award: Apr 03

Ground Combat Command and Control Family of Systems / ABCS SE&I

- TECHNICAL CONTACT: Linda Johnston, Tech Management Division, PM GCC2, 732-427-6499
- ACQUISITION CONTACT: Marcia Easton, CECOM Acquisition Center, 732-532-2385
- SOLICITATION #: DAAB07-02-R-E802

BACKUP

The Army Battle Command System (6.X)

EAC C2

Joint COP

- ATO
- Joint COP
- Air Support Request
- JCDB

Common Tactical Picture (CTP)

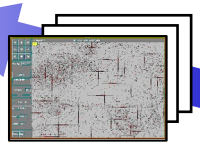
Maneuver

Map & Overlay

- OPLAN/OPORD
- Unit Task Organization
- Reports
- JCDB

Maps

- Local Terrain
- "Go/No-Go" Areas
- JCDB



Logistics

Logistic Overlay

- BRIL / CTIL
- Equipment Status Report
- CSSCS Capability Report
- JCDB

Joint Common Database

GCCS-A

MANUEVER

ENGINEER

LOGISTICS

AIR PICTURE

AIR DEFENSE

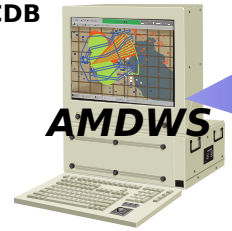
ENEMY

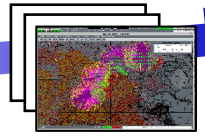
FIRE SUPPORT

NBC

WEATHER

Air Defense

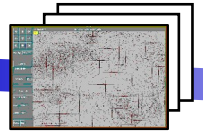




ADA Overlay

- Sensor Coverage
- Weapon Coverage
- Air Picture
- JCDB

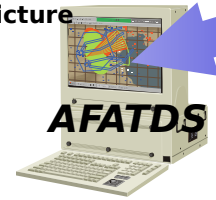
Intelligence

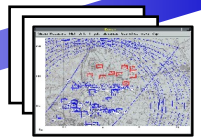


Enemy Overlay

- Secondary Imagery
- Intelligence Summary
- Enemy Locations
- Enemy Geometries
- JCDB

Fire Support



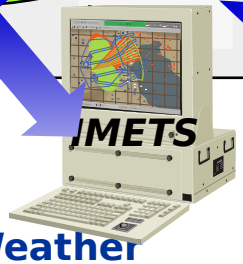


F/S Overlay

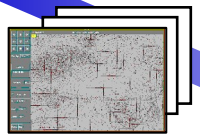
- USAF TBMCS Interface (JWID)
- Fire Unit Locations
- Range Fans
- Target Locations
- Radar/Observer Locations
- JCDB

Air

Weather

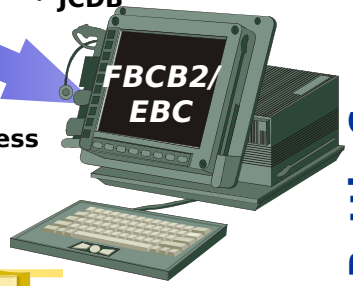


- Weather Effects Matrix
- Battle Scale Forecast Model
- JCDB



Situation Awareness

Battle Command

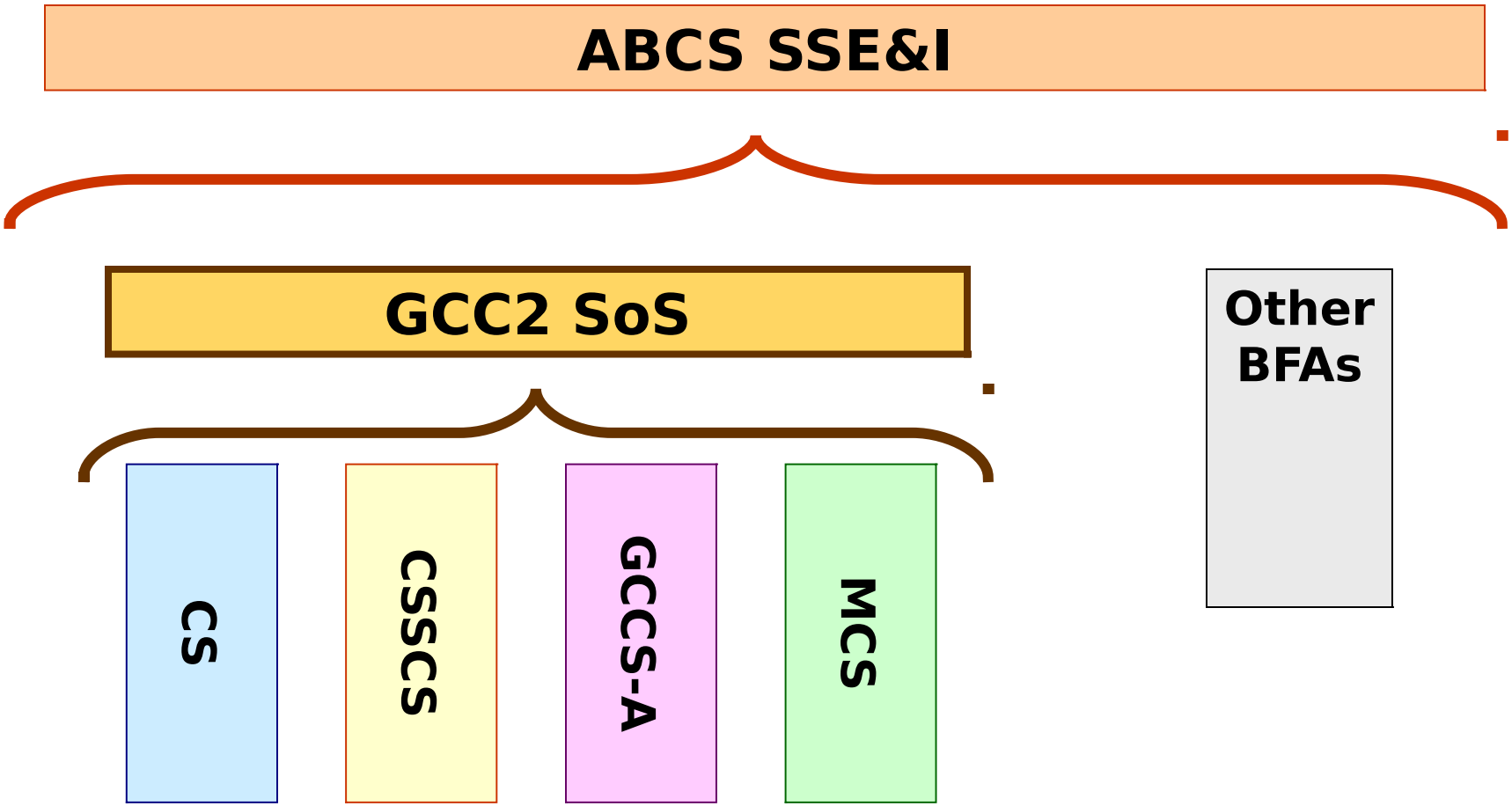


ABCS System of Systems Engineering & Integration (SSE&I)

Mission:

- **Develop top level system of systems architecture and design for the ABCS Battlefield Automation Systems (BASs).**

System of Systems



Common Software

Mission:

- Develop/acquire/integrate/test/manage, for DoD, several key areas within the Defense Information Infrastructure Common Operating Environment (DII COE) which will provide improved interoperability and software reuse for the services. PM Common Software serves as the Army's DII COE Chief Engineer. Provides technical support to the Army and Joint Systems in migration to DII COE infrastructure.

Characteristics/Description

- Client/Server
- Open Architecture
- Four Layer Software Model
- COTS Based

Capability/Improvements

- Data Access
- Latest Software Technology
- Common Message Parsing
- Communications
- Alerts
- Network Management
- Foundation Products/Integration

Special Features

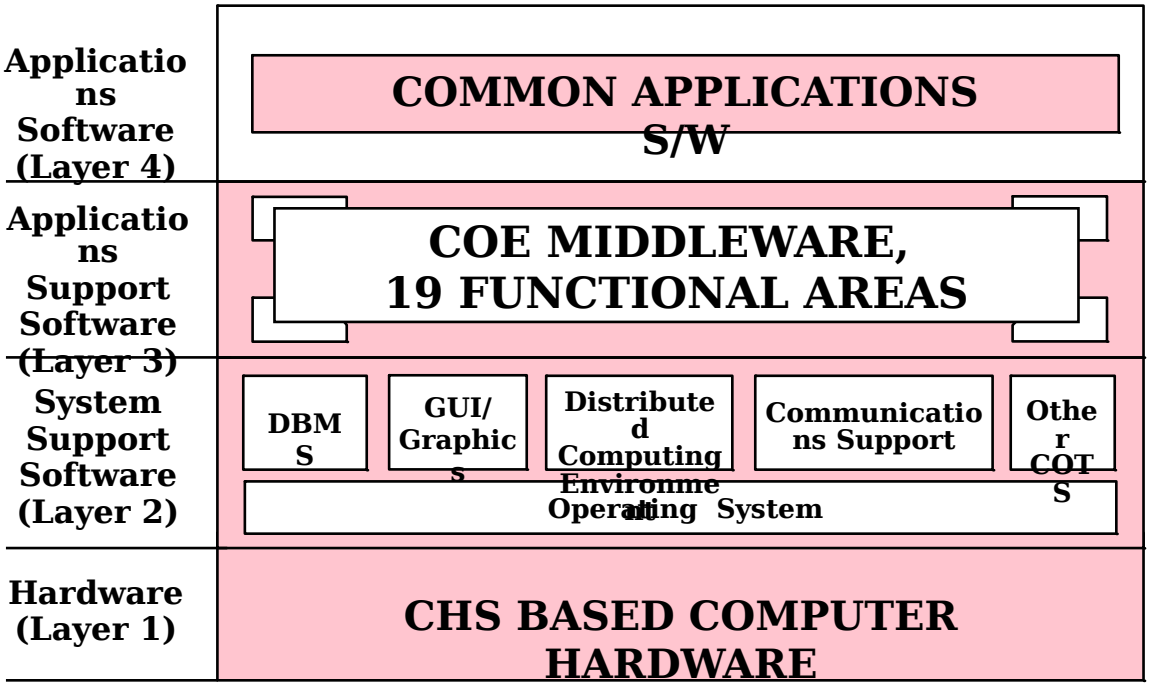
- None

Common Operating Environment

PEO C3T CONCEPTUAL ARCHITECTURE

- The architecture facilitates maintainability, portability, interoperability and reusability

- Common architecture provides the interface to COTS software
  - Promotes product independence
  - Protects the application programs from COTS changes
  - Enhances application portability



Global Command & Control System - Army (GCCS-A)

MISSION:

- Provide critical automated C2 tools for Army Strategic and theater commanders to enhance warfighter capabilities throughout the spectrum of conflict during joint and combined operations in support of the National Command Authority
- Provide interface between Joint and Combined Forces (Joint GCCS) with Tactical Army Battle Command Systems (ABCS)

CHARACTERISTICS/DESCRIPTION:

- Army's strategic and theater C2 system
- Strategic system provides readiness reporting and mobilization and deployment of active, guard, and reserve forces
- Theater system provides Common Operational Picture (COP) and associated information as well as intra-theater planning and movement

CAPABILITY/IMPROVEMENTS:

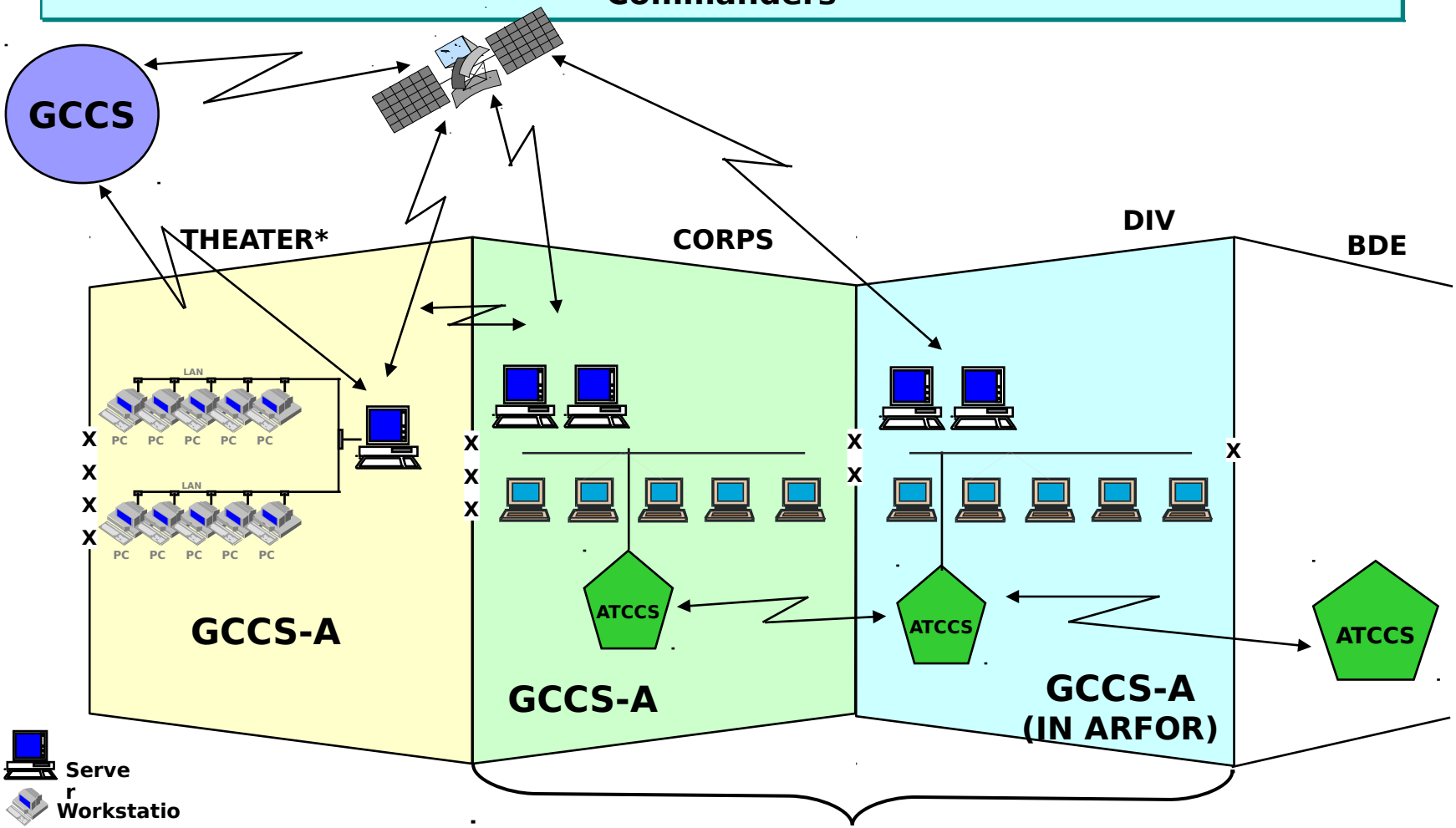
- Current applications include friendly and enemy unit status; interoperability with Joint and other Service Systems
- Interoperability with ABCS being developed
- Future applications will include improved Strategic/Theater Logistics, Engineer, Medical, Personnel, NBC, Provost Marshal (among others)
- Will maintain compatibility with COE and JTA updates

SPECIAL FEATURES:

- Consolidation of AWIS, STACCS and TACCIMS C2 Systems, including Common Worldwide Theater Baseline
- Army implementation of Joint GCCS, COE and JTA Compliant
- Nearly all hardware is COTS
- Significant software reuse
- Operates at Secret/High over DISA SIPRNET

GCCS-A Overview

Providing Link between Tactical Battlefield and Strategic & Theater Commanders



Combat Service Support Control System (CSSCS)

Mission:

- Provide the Combat Service Support (CSS) component of the Army Battle Command System (ABCS)
- Provide the Battle Commanders and CSS Commanders and staffs a Logistic Command and Control decision support tool to practice focused logistics and achieve the transformation objective force

Characteristics/Description

- Operates within ABCS architecture
- Collects, stores, analyzes and disseminates critical logistics, medical, transportation and personnel information
- Computer software system designed to assist CDRS and their staffs in planning and executing logistics operations

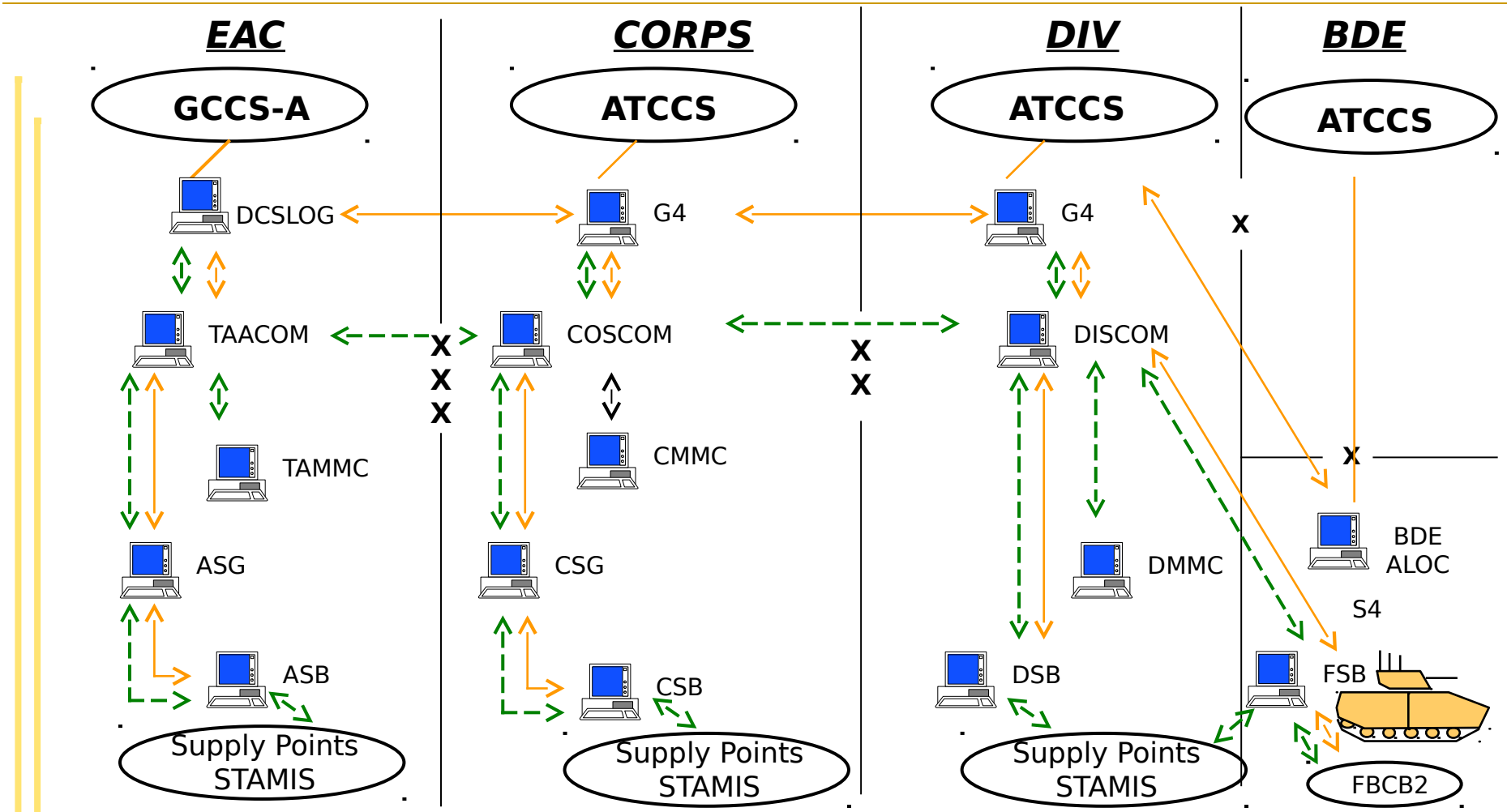
Capability/Improvements

- Version 3 - Initial Operational Capability
- Version 4 - Enhanced CSS and First Digitized Division (FDD) Functionality
  - –Initial transportation, medical, and personnel functionality
- Version 5 - Objective tactical functionality; Joint and Combined Operations; First Digitized Corps (FDC) Functionality

Special Features

- Provides CSS C2 for transformation through:
  - Common Hardware/Software
  - Reuse Software
  - System unique capabilities and functionality
  - Housed in a variety of Standard Integrated Command Post System (SICPS) Shelters
  - Technology insertion VIA LOG C2 ATD

CSSCS Overview



Maneuver Control System (MCS)

Mission:

- Provide corps through battalion force level commanders and staffs the ability to swiftly collect, coordinate and act on near real time battlefield information and to graphically visualize the digitized battlefield.

Characteristics/Description

- Maneuver Battlefield Functional Area (BFA) in Army Tactical Command and Control System
- Provides Commander with Common Picture of the Battlefield
- Uses Common Hardware/Software-2 Hardware

Capability/Improvements

- Commanders' Computer
- Staff Planning
- OPLAN/OPORD
- Resource Management
- Collaborative Planning

Special Features

- Digitization of Battle Command
- Uses Defense Information Infrastructure Common Operating Environment
- Evolution with Future ABCS Capabilities (e.g., ABCS 7.0, 8.0, etc.)

MCS Overview

What:

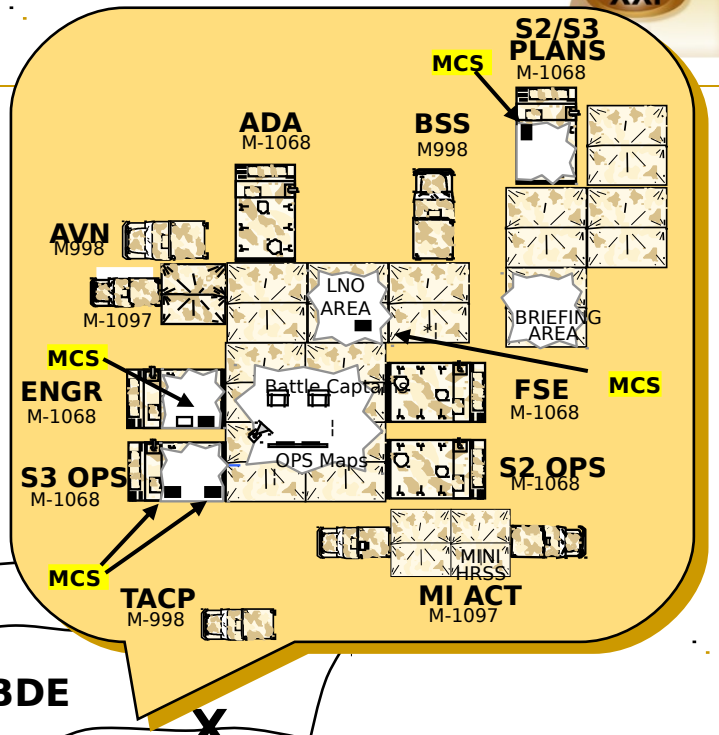
Common Hardware
DII COE Common Software
MCS Application Modules

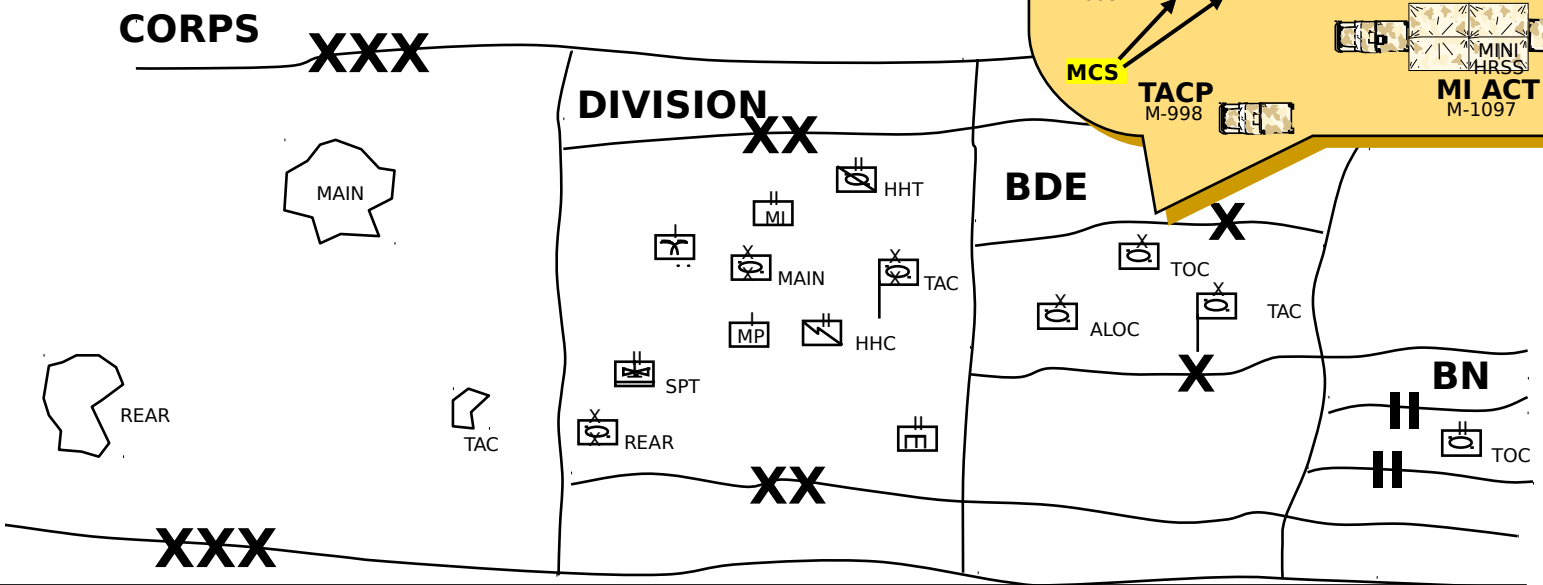
Ultra/Sparc (Server)

Pentium Class Laptops

Where:

ALL Armor, Infantry, Aviation, Engineer, Chemical, Military Police, Intelligence, Signal, and Special Force Units from Corps to Battalion.





	PER CORPS	PER DIVISION	PER BDE	
SERVERS	PER BN 184	86	13	3
LAPTOPS	95	103	12	2

Common Tactical Picture (CTP)

- Centerpiece of ABCS Common Look and Feel
- Near-Real-Time Situational Awareness
- Reflective of Joint Architecture
- Common, Interactive Database
- Implemented by all BFACs
- Allows for an Unparalleled User-Tailored View of the Battlefield